



Specify and test by example

Duration 1 day(s) (ATDD-TESTS-ACCEPTATION-01)

Acceptance Test Driven Development, BDD

Description

This training covers the writing of agile functional tests. It is through examples that agile specifications or "user stories" are verified. Because it focuses on expected behaviors, the technique of BDD (Behavior Driven Development) already gives excellent results, so we will discuss it together. Beyond the structure that it proposes, the relevance of the tests produced resides above all in the quality of the writing of the examples. Come discover with us how to explore your use cases and equip you with techniques to co-write them as examples. Because to specify, it is especially to create of the shared comprehension between the actors of the project. Product Owners, Testers and Developers will learn how to remove ambiguities, identify good examples, and enrich and refine them to bring out the vocabulary of the field.

Goals

- Discover the place of the BDD in the agile test ecosystem.
- Understand the importance of correctly identifying the relevant test cases.
- Learn the techniques to bring out a shared understanding of the business domain.
- Master the articulation of the BDD with other agile software engineering practices: continuous integration, refactoring, incremental feedback.
- To master the writing of expressive and unambiguous tests with the formulation Given When Then.
- Understand the origins and benefits of the first test.
- Improve your writing of test cases by bringing out a high-level business vocabulary.

Public

- Product Owner
- Tester

Prerequisites

- Know the basics of agility.
- To be able to specify with the User Stories.

Structure

30% Theory, 70% Practice

Tests and specifications

- From abstraction to example
- Lift the ambiguities of the specification

The quadrants of the agile tests

- Technical tests to guide the development
- Functional tests to validate the progression of the product
- Technical and functional tests to investigate the product

Acceptance tests and agile practices

- The involvement of Scrum roles in test practices
- From no go to let's go

Identify the test cases

- Implement rules of expressiveness on test cases
- Explore the variation dimensions of a User Story
- The acceptance tests workshop

Development guided by acceptance tests

- The ATDD cycle
- Cognitive biases and writing of test cases

Write the tests in BDD

- The structure given when then strict
- Build test cases from unambiguous descriptions
- Antipatterns writing test case

Expression of test cases and domain vocabulary

- Introduction to the ubiquitous language of DDD
- Capitalize the recurring elements of the tests
- Increase the expressiveness of the tests incrementally

Implement tests

- Example of implementation with Cucumber
- Introduction to exploratory tests